GRUNTS - LEVIES UNIT

INFANTRY – BUILD RATING 1

MOVE	SOAK	REACT	MELEE
6/9”	0	9/11	1

DAMAGE	2

WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	12”/-	ALL	2	2	2
Point Blank: Gain +1 Firepower Rating shooting at Short Range.					
Plasma Grenades	6”/-	ALL	2	2	0
Blast: Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.					

WEAPON UPGRADE	RANGE	ARC	AP	AT	AA
Fuel Rod Cannons	16”/-	ALL	2	5	1
Devastating (ARM): Gain +1 Firepower Rating shooting at Armoured Elements.					

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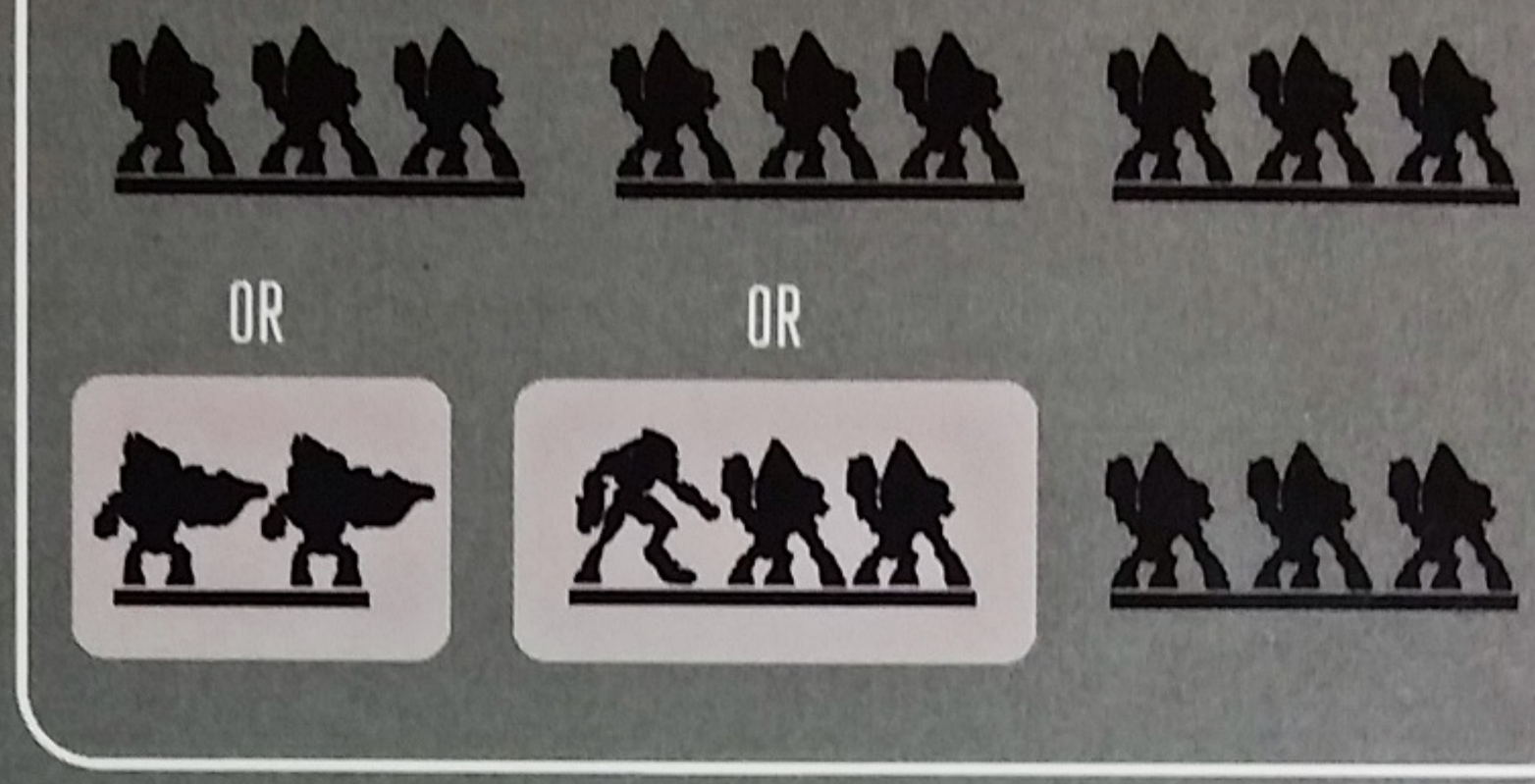
TYPE	ELEMENTS	POINTS
INFANTRY	4	80



UNIT UPGRADES

Weapon Upgrade: Up to 1 Element in the Unit may replace its existing weaponry to become Fuel Rod Cannons for an additional +15 Points to the Unit's Cost.

Warrior Upgrade: Up to 1 Element in this Unit may upgrade to be an Elite Minor for an additional +20 Points to the Unit's Cost. *Please see the Elite Minor card for stats.*

SPECIAL RULES

Lance: The Covenant Player may field 3 Grunt Units combined into a single larger battle formation known as a Lance. Units combined in this manner must be clearly noted in a player's Force List. The Units combine to become a single Activation and 5 Victory Points are awarded to the opponent when the last Element within a Lance is destroyed.

Grunt is the human name for the low-ranking, xeno-arthropodic Unggoy who form the bulk of the Covenant ground forces. Indoctrinated to overwhelm their enemies with bodies and blood, the Grunts are considered to be disposable assets by their commanders, though they are rarely expended without cause.

Grunts are not known for their combat ability, but they are tenacious – even fanatical – fighters when properly led and directed. The Grunts lack of training and natural tendency for threat avoidance means that the demise of their Elite leader can have catastrophic effects on a Unit.

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